

# Vending Machine Monitoring System



Advisors:

Dr. Schroeder

Travis Smith (Appolis, Inc.)

Team Members:

Shannon Earley

Peter Kannianen

Birendra Thapa

# Introduction

- Problem:

- Maintaining vending machine inventory
  - Wireless communication is expensive
  - Too much time to personally check machines

- Desired Solution:

- Cheaper alternative to wireless communication
- Improve maintenance efficiency

# Introduction

- Device reads status information from vending machine controller (DEX)
- Proposed device alerts consumer with LCD message to call a database to enter encrypted code
- Consumer receives new code and free beverage



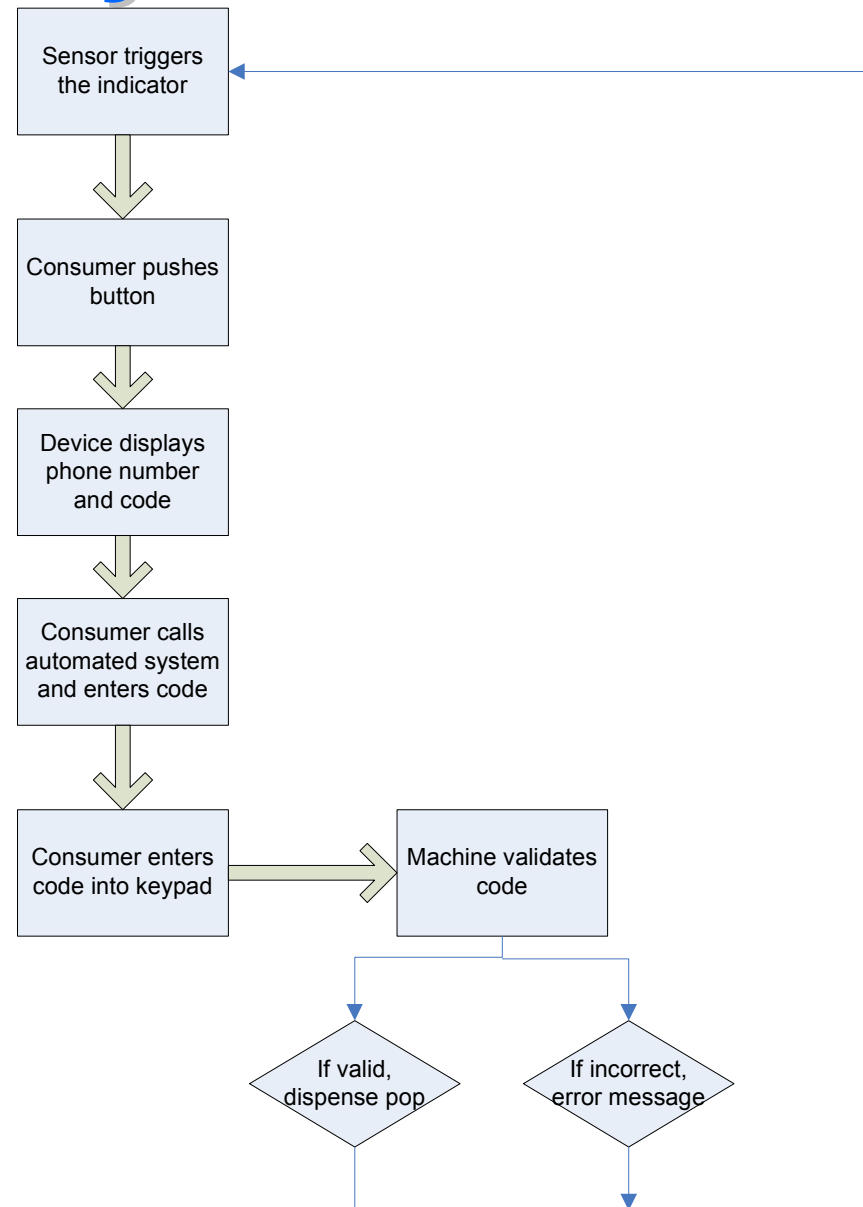
# Requirements

- Information from DEX:
  - Inventory of each product
  - Amount of bills, coins
  - Location / identification of machine
- Unique encrypted codes
- Triggers only once until re-serviced

# Requirements Cont'd

- Encryption / Decryption keys provided to company
- 16 digit code
- Components to fit inside machine
- LCD, button, and keypad placed outside machine
- Client would prefer C# language for software

# Project Flow Chart



# Technical Content

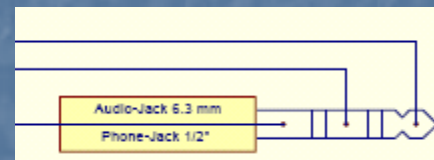
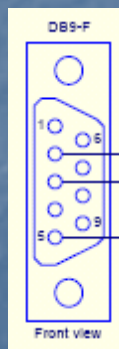
- Peter: DEX
- Birendra: Encryption / Decryption
- Shannon: Hardware / Code



# DEX

- Serial Communication (RS-232)
- Using serial communication interrupts
- Made Cable (schematic below) for transfer

Diagram Provided  
by Bonusdata.net



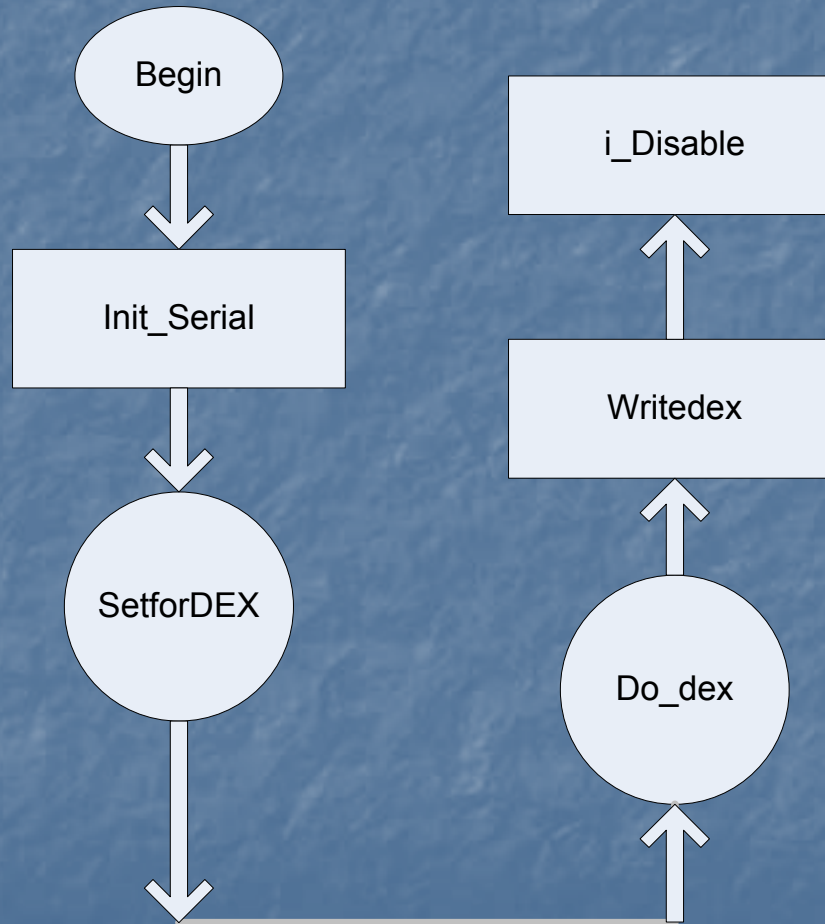


# DEX information

- DEX raw data provides the following information:
  - Machine serial number
  - Sales summary
    - Overall or per product
  - Money Contained (Coins, Bills)
  - Item sold out
  - Other information
    - Power outage counter, number of DEX reads

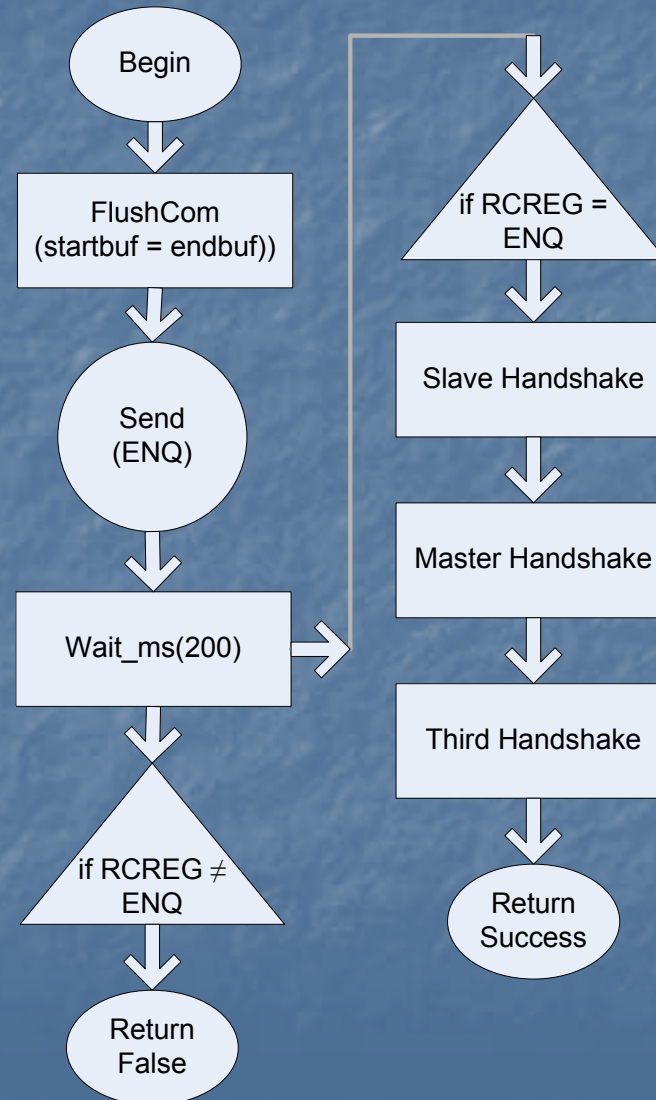
# DEX Main Flow Chart

Main Program



# DEX Communication Flow Chart

Handshaking functions set master and slave, while third handshake stores DEX raw data into an array



# DEX Serial Communication

- Using RC6 and RC7 from PIC as transmit and receive lines
- TXREG and RCREG commands to send and transmit data
  - Send ENQ, receive using RCREG
- Set baud rate – must match



# DEX Summary

- Serial Communication (RS-232)
- Check status after each vend
- Trigger beverage vend
- Can provide which items are sold out
- Our customer would like the capability to provide inventory
  - DEX does not directly provide inventory
  - Counter reset each time machine filled could solve this

# Inventory Status Message

- Get information from DEX
- DEXINFO

3	9	6	7	7	7	1	0	12	1	10	2	4	15	21	0	9	1	0	4
---	---	---	---	---	---	---	---	----	---	----	---	---	----	----	---	---	---	---	---

Serial No.

Product Inventory

Coins/Bills

- Store inventory of each product in INV[7]

INV

12	1	10	2	4	15	21
----	---	----	---	---	----	----

- Check if product running low and store status in PID[7]

PID

0	1	0	1	1	0	1
---	---	---	---	---	---	---

- Check if coins and bills are running low or overflowing

## Inventory Status Message(Contd.)

- InvEmergency=1
  - ✓ product running low
  - ✓ too many/few coins/bills
- Encrypt

3	9	6	7	7	7	1	0	0	1	0	1	1	0	1	1
Serial No(0-7)							PID(8-14)					Coins/Bills(15)			



# Algorithm

VENDING MACHINE

APPOLIS

MSG1     

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---

KEY1     

0	0	0	1	1	1	1	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---

OUTPUT1     

1	0	0	1	1	1	1	0	1	0	0
---	---	---	---	---	---	---	---	---	---	---

OUTPUT2     

0	1	1	1	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---

KEY2     

1	1	1	1	1	1	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

MSG1     

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---



OUTPUT1     

1	0	0	1	1	1	1	0	1	0	0
---	---	---	---	---	---	---	---	---	---	---

KEY1     

0	0	0	1	1	1	1	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---

MSG1     

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---



MSG1     

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---

KEY2     

1	1	1	1	1	1	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

OUTPUT2     

0	1	1	1	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---



# Implementing the Algorithm

- Encrypt converted into binary (BinEncrypt)
- XOR with KEY1 -> EncryptedInfo
- EncryptedInfo converted into dec (DecEncrypt)
- Displayed on LCD to send to Appolis

BinEncrypt

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---

KEY1

0	0	0	1	1	1	1	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---

EncryptedInfo

1	0	0	1	1	1	1	0	1	0	0
---	---	---	---	---	---	---	---	---	---	---

# Implementing the Algorithm(Contd.)

- Software receives DecEncrypt
- Convert into binary
- XOR with KEY1 and extract original msg

BinDecrypt

1	0	0	1	1	1	1	0	1	0	0
---	---	---	---	---	---	---	---	---	---	---

KEY1

0	0	0	1	1	1	1	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---

Original Msg

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---

## Implementing the Algorithm(Contd.)

- OriginalMsg XOR with KEY2 -> Code
- Convert into dec and send it to user

OrgMsg

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---

KEY2

1	1	1	1	1	1	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

Code

0	1	1	1	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---



# Implementing the Algorithm(Contd.)

- User enters Code
- Code converted into binary
- XOR with KEY2 -> EncryptedInfo
- This validates the code
- Free Pop dispensed!

Code

0	1	1	1	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---

KEY2

1	1	1	1	1	1	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

EncryptedInfo

0	1	1	1	1	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---



# Decrypting the Message

3	9	6	7	7	7	1	0	0	1	0	1	1	0	1	1
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

- Serial No    0-7                      Identify/locate the vending machine
- PID                8-14                      Indicates which products are running low
- Coins/Bills    15                      Indicates coin/bill emergency

# Hardware / Software

- Keypad
- Button
- LED's
- Interface with LCD

# Keypad

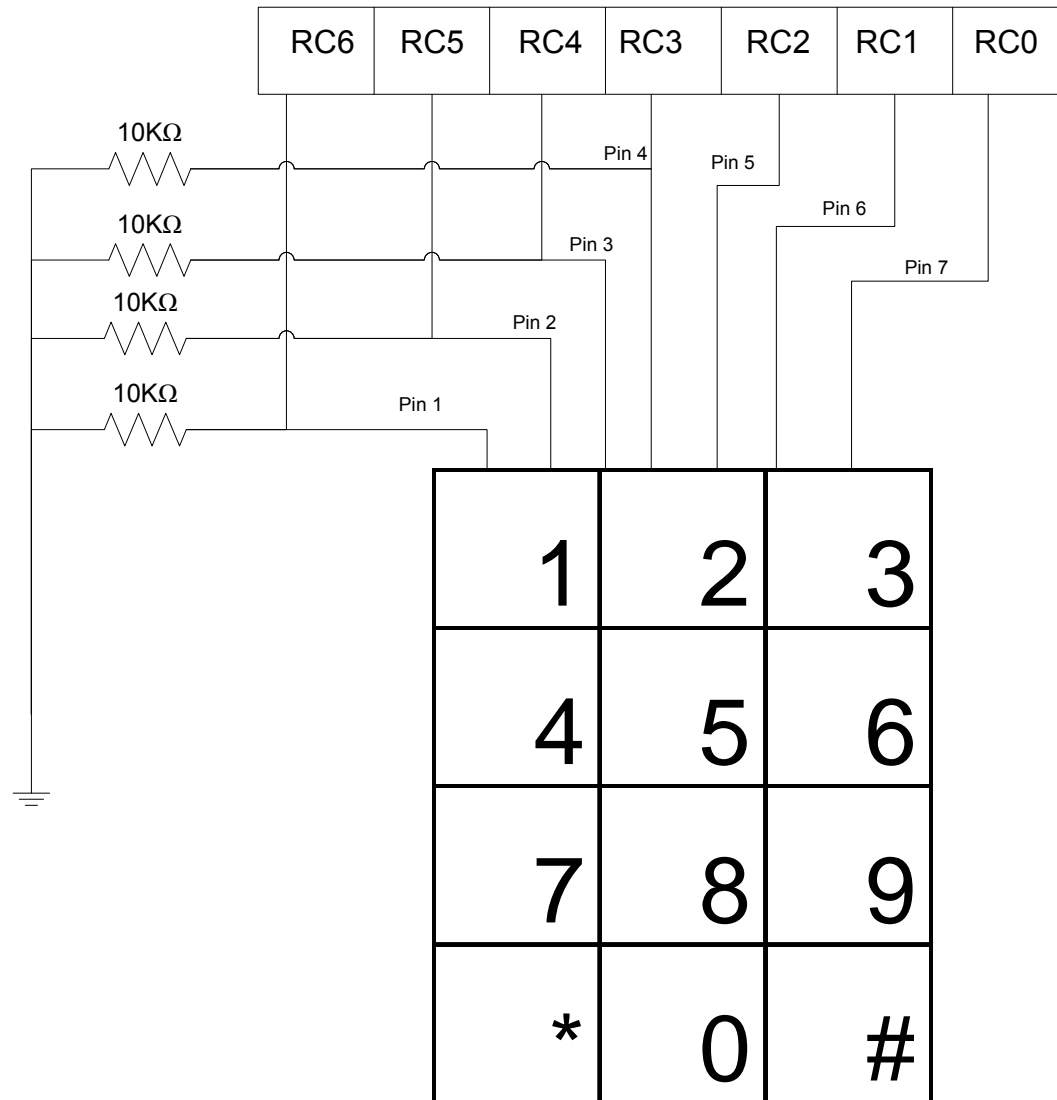
3x4								
		Standard						
BUTTON LOCATION	1	●			●			
	2		●		●			
	3			●	●			
	4	●				●		
	5		●			●		
	6			●		●		
	7	●					●	
	8		●				●	
	9			●			●	
	10	●						●
	11		●					●
	12			●				●
		5	6	7	1	2	3	4
TERMINAL LOCATION								

Pin 5 ↓	Pin 6 ↓	Pin 7 ↓	
1	2	3	← Pin 1
4	5	6	← Pin 2
7	8	9	← Pin 3
*	0	#	← Pin 4

- Picture at left courtesy of Grayhill, Inc.  
Website:  
<http://lgrws01.grayhill.com/web/images/ProductImages/Series%2096%20Standard%20Keypads.pdf>
- Picture above courtesy of Shannon Earley

# Keyboard Schematic

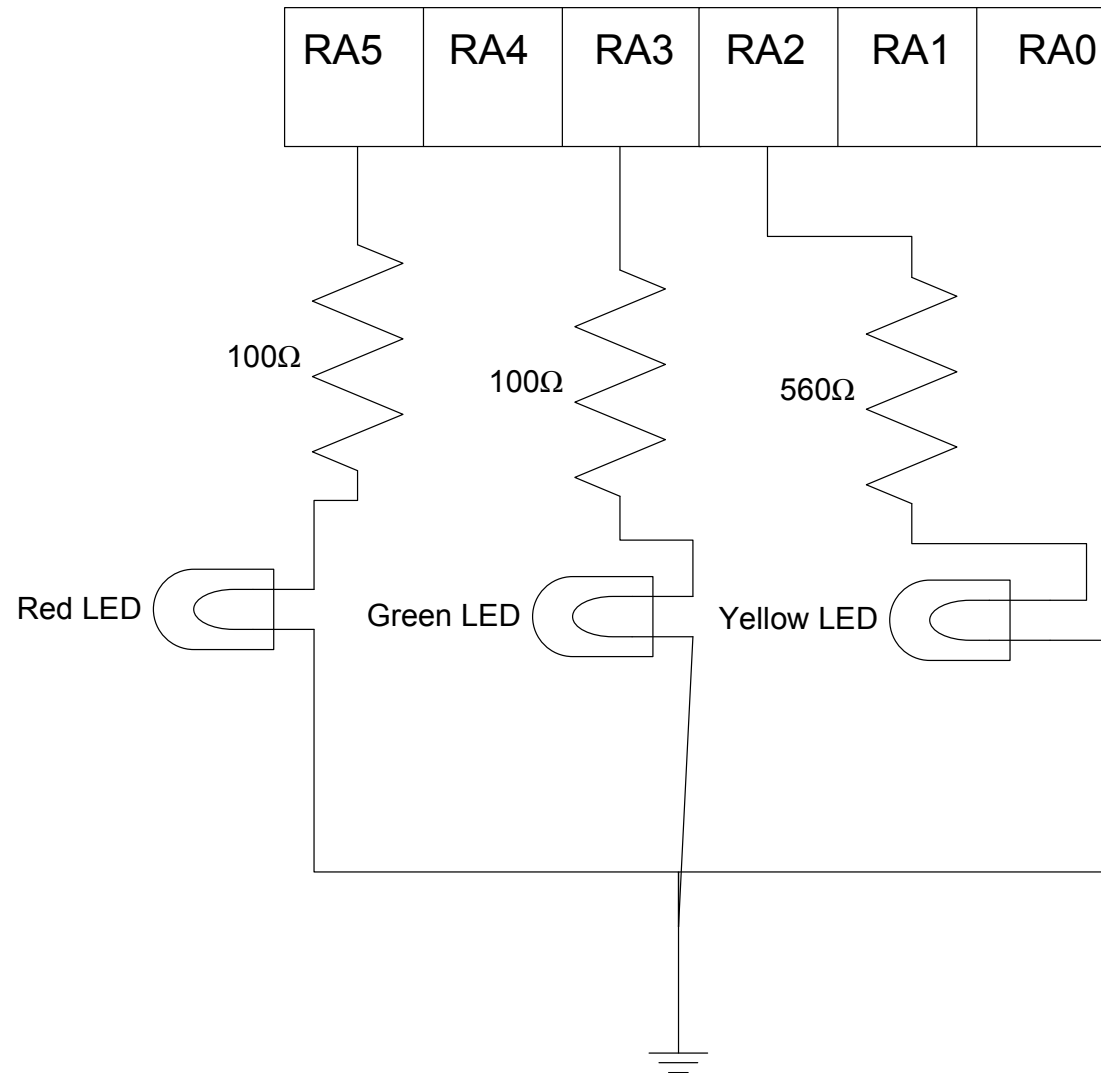
## PORTC of PIC





# LED Schematic

## PORTA of PIC



# Screen Shots



# Project Status

- Reading DEX
  - Done, machine needs servicing
- Encryption / Decryption algorithm
- Functional Keypad, LCD, LED's



# Next Semester Tasks

- Convert code to C#
  - Using ARM microprocessor
- Make PCB's for all Hardware
- Enclosure for Hardware
- Vend free beverage
- Provide inventory information

# Timeline

Task Name	Start	Finish
Learn C# (Birendra, Shannon, Peter)	Mon 9/1/08	Wed 10/1/08
Encryption in C# (Birendra)	Tue 9/30/08	Fri 10/31/08
DEX Communication (Serial) in C# (Peter)	Tue 9/30/08	Fri 10/31/08
Analyze DEX Data (Peter)	Mon 9/1/08	Wed 10/1/08
Hardware Design in C# (Shannon)	Tue 9/30/08	Fri 10/31/08
Order parts (Birendra, Shannon, Peter)	Mon 9/1/08	Tue 9/23/08
PCB Layout and ordering (Shannon)	Wed 10/15/08	Wed 11/19/08
Integrating C# software (Birendra, Shannon, Peter)	Wed 10/15/08	Fri 11/28/08
Circuit assembly (Shannon)	Mon 9/29/08	Fri 10/31/08
Breadboard circuit with new Micro (Shar	Mon 9/1/08	Tue 9/30/08
Circuit Testing (Shannon)	Wed 10/15/08	Wed 11/19/08
Design Enclosure	Mon 10/27/08	Fri 12/5/08
Internal circuit (Peter)	Mon 10/27/08	Fri 12/5/08
User interface (Shannon)	Mon 10/27/08	Fri 12/5/08
Mounting to machine (Birendra)	Mon 10/27/08	Fri 12/5/08

# Budget

Item	Unit Cost	Acquired Cost	Qty	Notes
Pepsi Machine	\$ 600.00	\$ -	1	Bought by Travis
<b>Main Components</b>				
Microprocessor 1	\$ 20.00	\$ 40.00	2	ARM needed to implement C# code
Microprocessor 2	\$ 8.10	\$ 16.20	2	used for receiving data from DEX
20x4 LCD Display	\$ 10.00	\$ -	1	acquired from Bart
PushButton (illuminated)	\$ 3.50	\$ 3.50	1	
Keypad	\$ 5.00	\$ 5.00	1	
Other Components (resistors, caps, op-amps, swirches. etc.)	TBD	\$ 15.00	TBD	
<b>Mechanical</b>				
Ribbon Cable (PCB-LCD, Keypad)	\$ 3.25	\$ 3.25	1	assuming 20 conductors, 5'
Ribbon Cable Connector (to PCB)	\$ 2.60	\$ 5.20	2	20 pins
DEX connector/adapter	\$ 100.00	\$ -	1	Got connectors and made cable
Power Connector (from machine pwr)	TBD	TBD		
PCB - final version out of house	\$ 50.00	\$ 50.00		



# Budget Cont'd

Enclosures					
Inner	\$	9.73	\$	9.73	4.88X6.88X.9 - size TBD
Outer - clear enclosure	\$	18.19	\$	18.19	6.30X6.30X1.20"
Software					
Visual Studio			\$	-	provided by Travis
Other necessary tools					
Development kit (SJJ Embedded Micro Solutions)	\$	150.00	\$	150.00	1 Will be used when we implement C#
C# Embedded Programming tutorial	\$	15.00	\$	15.00	Embedded Programming
Totals:	\$	995.37	\$	331.07	

# Summary

- DEX communication
- Encryption
- User Interface

